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1 [Design expo: Advanced technology for streamlining the creation of ePortfolio resources and dynamically-indexing digital library assets: a case study from the digital chemistry project](#)

Alex Cuthbert, Mark Kubinec, David O. Tanis, Fan Ieong, Lois Wei, David Schlossberg
 April 2005 **CHI '05 extended abstracts on Human factors in computing systems CHI '05**

Publisher: ACM Press

Full text available: [pdf\(1.37 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The goal of the Digital Chemistry Project at UC Berkeley is to create a model for how technology can be used to (a) introduce interactivity into large lecture classes, (b) offer customized, web-based learning materials to students outside of the classroom, and (c) provide immediate feedback on students' understanding of targeted instructional concepts. Two products, PRISM and LOTIS, and their interrelated design processes are described in this paper. PRISM (Presentation and Interaction with Stre ...

Keywords: concept design, content strategy & creation, information architecture, interaction design, multidisciplinary design/interdisciplinary design, user experience design/experience design, user-centered design/human-centered design

2 [Flexible group behavior: virtual commanders for synthetic battlespaces](#)

Randall Hill, Jonathan Gratch, Paul Rosenbloom
 June 2000 **Proceedings of the fourth international conference on Autonomous agents AGENTS '00**

Publisher: ACM Press

Full text available: [pdf\(972.28 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: agents, collaboration, continuous planning, social reasoning, stances, synthesis battlespaces

3 [Learning behavior-selection by emotions and cognition in a multi-goal robot task](#)

Sandra Clara Gadanho
 December 2003 **The Journal of Machine Learning Research**, Volume 4

Publisher: MIT Press

Full text available: [pdf\(592.69 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

The existence of emotion and cognition as two interacting systems, both with important roles in decision-making, has been recently advocated by neurophysiological research (LeDoux, 1998, Damasio, 1994). Following that idea, this paper presents the ALEC agent architecture which has both emotive and cognitive learning, as well as emotive and cognitive decision-making capabilities to adapt to real-world environments. These two learning mechanisms embody very different properties which can be related ...

4 Introduction & overview of "artificial life"—evolving intelligent agents for modeling & simulation



A. Martin Wildberger

November 1996 **Proceedings of the 28th conference on Winter simulation WSC '96**

Publisher: ACM Press, IEEE Computer Society

Full text available: [pdf\(987.66 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

"Artificial Life," despite its biological analogy and the hyperbole that its name implies, is really a collection of methods for building discrete event simulations with evolving multiple agents. It consists mainly of representing parts of systems or natural phenomena as individual active objects that may be both persistent and self-modifiable, operating on them with genetic algorithms or other evolutionary computing techniques and treating their multi-dimensional parameter (state) space discret ...

5 Emotion: Modeling coping behavior in virtual humans: don't worry, be happy



Stacy Marsella, Jonathan Gratch

July 2003 **Proceedings of the second international joint conference on Autonomous agents and multiagent systems AAMAS '03**

Publisher: ACM Press

Full text available: [pdf\(274.03 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This article builds on insights into how humans cope with emotion to guide the design of virtual humans. Although coping is increasingly viewed in the psychological literature as having a central role in human adaptive behavior, it has been largely ignored in computational models of emotion. In this paper, we show how psychological research on the interplay between human emotion, cognition and coping behavior can serve as a central organizing principle for the behavior of human-like autonomous a ...

Keywords: emotion, personality

6 Agent decision making: Agent programming in dribble: from beliefs to goals using plans



Birna van Riemsdijk, Wiebe van der Hoek, John-Jules Ch. Meyer

July 2003 **Proceedings of the second international joint conference on Autonomous agents and multiagent systems AAMAS '03**

Publisher: ACM Press

Full text available: [pdf\(231.92 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

To support the practical development of intelligent agents, several programming languages have been introduced that incorporate concepts from agent logics: on the one hand, we have languages that incorporate beliefs and plans (i.e., procedural goals), and on the other hand, languages that implement the concepts of beliefs and (declarative) goals. We propose the agent programming language Dribble, in which these features of procedural and declarative goals are combined. The language Dribble thus ...

Keywords: agent-oriented programming, declarative goals, intelligent agent, plans, practical reasoning rule

7

Agent decision making: Detecting & exploiting positive goal interaction in intelligent

agents

 John Thangarajah, Lin Padgham, Michael Winikoff

July 2003 **Proceedings of the second international joint conference on Autonomous agents and multiagent systems AAMAS '03**

Publisher: ACM Press

Full text available:  pdf(816.62 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Rational agents typically pursue multiple goals in parallel. However most existing agent systems do not have any infrastructure support for reasoning about either positive or negative interactions between goals. Negative interactions include such things as competition for resources, which if unrecognised can lead to unnecessary failure of both goals requiring the resource. Positive interactions include situations where there is potentially a common subgoal of two goals. This paper looks at mecha ...

Keywords: co-ordinating plans, goal interactions, rational agents

8 A social-psychological model for synthetic actors

 Daniel Rousseau, Barbara Hayes-Roth

May 1998 **Proceedings of the second international conference on Autonomous agents AGENTS '98**

Publisher: ACM Press

Full text available:  pdf(1.05 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: believability, improvisation, synthetic actors

9 Crowd and group animation

 Daniel Thalmann, Christophe Hery, Seth Lippman, Hiromi Ono, Stephen Regelous, Douglas Sutton

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available:  pdf(20.19 MB) Additional Information: [full citation](#), [abstract](#)

A continuous challenge for special effects in movies is the production of realistic virtual crowds, in terms of rendering and behavior. This course will present state-of-the-art techniques and methods. The course will explain in details the different approaches to create virtual crowds: particle systems with flocking techniques using attraction and repulsion forces, copy and pasting techniques, agent-based methods. The architecture of software tools will be presented including the MASSIVE softwa ...

10 Building an object oriented problem solving environment for the parallel numerical solution of PDEs

 Mikel Luján

January 2000 **Addendum to the 2000 proceedings of the conference on Object-oriented programming, systems, languages, and applications (Addendum) OOPSLA '00**

Publisher: ACM Press

Full text available:  pdf(62.72 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Traditionally, the development of parallel implementations of algorithms for the Numerical Solution of Partial Differential Equations (PDE) and Linear Algebra Problems is based on software libraries; typically, Fortran libraries. Due to the lack of abstraction of Fortran-like libraries, two main problems are encountered: the libraries are complex to develop and the library interfaces are difficult to use. This PhD project proposes to investigate (1) the advantages and disadvantages that objec ...

11 Agent programming: Goal-oriented modularity in agent programming

◆ M. Birna van Riemsdijk, Mehdi Dastani, John-Jules Ch. Meyer, Frank S. de Boer
 ◆ May 2006 **Proceedings of the fifth international joint conference on Autonomous agents and multiagent systems AAMAS '06**

Publisher: ACM Press

Full text available:  pdf(247.78 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Modularization is widely recognized as a central issue in software engineering. In this paper we address the issue of modularization in cognitive agent programming languages. We discuss existing approaches to modularity in cognitive agent programming. Then, we propose a new kind of modularity, i.e., goal-oriented modularity, which takes the goals of an agent as the basis for modularization. Further, we present a formal semantics of goal-oriented modularity in the context of the 3APL agent progra ...

Keywords: agent programming languages, declarative goals, modularity, semantics

12 Session 11C: decision making: AgentSpeak(XL): efficient intention selection in BDI

◆ **agents via decision-theoretic task scheduling**

Rafael H. Bordini, Ana L. C. Bazzan, Rafael de O. Jannone, Daniel M. Basso, Rosa M. Vicari, Victor R. Lesser

July 2002 **Proceedings of the first international joint conference on Autonomous agents and multiagent systems: part 3 AAMAS '02**

Publisher: ACM Press

Full text available:  pdf(146.79 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper shows how to use a decision-theoretic task scheduler in order to automatically generate efficient intention selection functions for BDI agent-oriented programming languages. We concentrate here on the particular extensions to a known BDI language called AgentSpeak(L) and its interpreter which were necessary so that the integration with a task scheduler was possible. The proposed language, called AgentSpeak(XL), has several other features which increase its usability; some of these are ...

Keywords: BDI programming languages, decision-theoretic scheduling, intention selection

13 Computing curricula 2001

◆ September 2001 **Journal on Educational Resources in Computing (JERIC)**

Publisher: ACM Press

Full text available:  pdf(613.63 KB)  html(2.78 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

14 Collaborative, programmable intelligent agents

◆ Bonnie A. Nardi, James R. Miller, David J. Wright
 ◆ March 1998 **Communications of the ACM**, Volume 41 Issue 3

Publisher: ACM Press

Full text available:  pdf(202.42 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

15 Architectures: BDI and MDPs: On proactivity and maintenance goals

◆ Simon Duff, James Harland, John Thangarajah
 ◆ May 2006 **Proceedings of the fifth international joint conference on Autonomous agents and multiagent systems AAMAS '06**

Publisher: ACM Press

Full text available:  pdf(279.61 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Goals are an important concept in intelligent agent systems, and can take a variety of

forms. One such form is *maintenance goals*, which, unlike *achievement goals*, define states that must remain true, rather than a state that is to be achieved. Maintenance goals are generally restricted to acting as trigger conditions for goals or plans, and often take no part in any deliberation process. These goals are *reactive* and are only acted upon when the maintenance conditions are no ...

Keywords: agent programming languages, formal models of agency, task and resource allocation in agent systems

16 Autonomic computing: Requirements-driven design of autonomic application software

Alexei Lapouchnian, Yijun Yu, Sotirios Liaskos, John Mylopoulos

October 2006 **Proceedings of the 2006 conference of the Center for Advanced Studies on Collaborative research CASCON '06**

Publisher: ACM Press

Full text available: pdf(454.68 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

htm(1.55 KB)

Autonomic computing systems reduce software maintenance costs and management complexity by taking on the responsibility for their configuration, optimization, healing, and protection. These tasks are accomplished by switching at runtime to a different system behaviour - the one that is more efficient, more secure, more stable, etc. - while still fulfilling the main purpose of the system. Thus, identifying the objectives of the system, analyzing alternative ways of how these objectives can be met ...

17 The FINITE STRING Newsletter: Abstracts of current literature

Computational Linguistics Staff

January 1987 **Computational Linguistics**, Volume 13 Issue 1-2

Publisher: MIT Press

Full text available: pdf(6.15 MB) htm

Additional Information: [full citation](#)

[Publisher Site](#)

18 The berkeley UNIX consultant project

Robert Wilensky, David N. Chin, Marc Luria, James Martin, James Mayfield, Dekai Wu

December 1988 **Computational Linguistics**, Volume 14 Issue 4

Publisher: MIT Press

Full text available: pdf(4.41 MB) htm

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

[Publisher Site](#)

UC (UNIX Consultant) is an intelligent, natural language interface that allows naive users to learn about the UNIX² operating system. UC was undertaken because the task was thought to be both a fertile domain for artificial intelligence (AI) research and a useful application of AI work in planning, reasoning, natural language processing, and knowledge representation. The current implementation of UC comprises the following components: a language analyzer, called ALANA, produces a repre ...

19 Spoken dialogue technology: enabling the conversational user interface

Michael F. McTear

March 2002 **ACM Computing Surveys (CSUR)**, Volume 34 Issue 1

Publisher: ACM Press

Full text available: pdf(987.69 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Spoken dialogue systems allow users to interact with computer-based applications such as databases and expert systems by using natural spoken language. The origins of spoken dialogue systems can be traced back to Artificial Intelligence research in the 1950s concerned with developing conversational interfaces. However, it is only within the last decade or so, with major advances in speech technology, that large-scale working systems

have been developed and, in some cases, introduced into commerc ...

Keywords: Dialogue management, human computer interaction, language generation, language understanding, speech recognition, speech synthesis

20 Web interactions: A comparison of LSA, wordNet and PMI-IR for predicting user click behavior 

 Ishwinder Kaur, Anthony J. Hornof

April 2005 **Proceedings of the SIGCHI conference on Human factors in computing systems CHI '05**

Publisher: ACM Press

Full text available:  [pdf\(2.12 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

A predictive tool to simulate human visual search behavior would help interface designers inform and validate their design. Such a tool would benefit from a semantic component that would help predict search behavior even in the absence of exact textual matches between goal and target. This paper discusses a comparison of three semantic systems-LSA, WordNet and PMI-IR-to evaluate their performance in predicting the link that people would select given an information goal and a webpage. PMI-IR best ...

Keywords: LSA, PMI, computational linguistics, semantic relatedness, semantic similarity, wordNet

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21 Visualizing geospatial data

 Theresa Marie Rhyne, Alan MacEachren, Theresa-Marie Rhyne
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
Publisher: ACM Press

Full text available: [pdf\(14.01 MB\)](#) Additional Information: [full citation](#), [abstract](#)

This course reviews concepts and highlights new directions in GeoVisualization. We review four levels of integrating geospatial data and geographic information systems (GIS) with scientific and information visualization (VIS) methods. These include: • Rudimentary: minimal data sharing between the GIS and Vis systems • Operational: consistency of geospatial data • Functional: transparent communication between the GIS and Vis systems • Merged: one comprehensive toolkit environmentW ...



22 Perceptually based brush strokes for nonphotorealistic visualization

 Christopher G. Healey, Laura Tateosian, James T. Enns, Mark Remple
January 2004 **ACM Transactions on Graphics (TOG)**, Volume 23 Issue 1

Publisher: ACM Press

Full text available: [pdf\(479.81 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


An important problem in the area of computer graphics is the visualization of large, complex information spaces. Datasets of this type have grown rapidly in recent years, both in number and in size. Images of the data stored in these collections must support rapid and accurate exploration and analysis. This article presents a method for constructing visualizations that are both effective and aesthetic. Our approach uses techniques from master paintings and human perception to visualize a multidi ...

Keywords: Abstractionism, Impressionism, color, computer graphics, human vision, nonphotorealistic rendering, perception, psychophysics, scientific visualization, texture



23 Architectures: BDI and MDPs: On the relationship between MDPs and the BDI architecture

 Gerardo I. Simari, Simon Parsons
May 2006 **Proceedings of the fifth international joint conference on Autonomous agents and multiagent systems AAMAS '06**
Publisher: ACM Press

Full text available: [pdf\(376.95 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


In this paper we describe the initial results of an investigation into the relationship between Markov Decision Processes (MDPS) and Belief-Desire-Intention (BDI) architectures. While these approaches look rather different, and have at times been seen

as alternatives, we show that they can be related to one another quite easily. In particular, we show how to map intentions in the BDI architecture to policies in an MDP and vice-versa. In both cases, we derive both theoretical and related algorithm ...

Keywords: intention, markov decision process, policy

24 Evolving intelligent text-based agents

Edmund S. Yu, Ping C. Koo, Elizabeth D. Liddy
June 2000 Proceedings of the fourth international conference on Autonomous agents AGENTS '00
Publisher: ACM Press
 Full text available: [pdf\(1.14 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: evolution of agents, information agents, learning and adaptation, multi-agent teams

25 Session 10D: management of computation: Intelligent agents for QoS management

Krunoslav Trzec, Darko Huljenic
July 2002 Proceedings of the first international joint conference on Autonomous agents and multiagent systems: part 3 AAMAS '02
Publisher: ACM Press
 Full text available: [pdf\(281.59 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper addresses the structural and behavioral characteristics of multi-agent system (MAS) for Quality of Service (QoS) management using MESSAGE (Methodology for Engineering Systems of Software Agents) modeling language that extends UML (Unified Modeling Language) by contributing agent knowledge level concepts and diagrams with notation for viewing them. Such a multi-agent system is an environment composed of Intelligent Agents (IAs) that ensure guaranteed QoS offered by multi-service commun ...

Keywords: MESSAGE/UML, QoS management, intelligent agents

26 CASO: a framework for dealing with objectives in a constraint-based extension to AgentSpeak(L)

Aniruddha Dasgupta, Aditya K. Ghose
January 2006 Proceedings of the 29th Australasian Computer Science Conference - Volume 48 ACSC '06
Publisher: Australian Computer Society, Inc.
 Full text available: [pdf\(189.19 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Incorporating constraints into a reactive BDI agent programming language can lead to better expressive capabilities as well as more efficient computation (in some instances). More interestingly, the use of constraint-based representations can make it possible to deal with explicit agent objectives (as distinct from agent goals) that express the things that an agent may seek to optimize at any given point in time. In this paper we extend the preliminary work of Ooi et.al in augmenting the popular ...

27 Requirements interaction management

William N. Robinson, Suzanne D. Pawlowski, Vecheslav Volkov
June 2003 ACM Computing Surveys (CSUR), Volume 35 Issue 2
Publisher: ACM Press
 Full text available: [pdf\(1.24 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Requirements interaction management (RIM) is the set of activities directed toward the

discovery, management, and disposition of critical relationships among sets of requirements, which has become a critical area of requirements engineering. This survey looks at the evolution of supporting concepts and their related literature, presents an issues-based framework for reviewing processes and products, and applies the framework in a review of RIM state-of-the-art. Finally, it presents seven research ...

Keywords: KAOS, KATE, Oz, Requirements engineering, Telos, WinWin, analysis and design, composite system, deficiency driven design, dependency analysis, distributed intentionality, interaction analysis, software cost reduction (SCR), system architecture, system specification, viewpoints

28 Information filtering and information retrieval: two sides of the same coin?

 Nicholas J. Belkin, W. Bruce Croft
December 1992 **Communications of the ACM**, Volume 35 Issue 12

Publisher: ACM Press

Full text available:  pdf(3.58 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)

Keywords: information filtering, information retrieval

29 The GOMS family of user interface analysis techniques: comparison and contrast

 Bonnie E. John, David E. Kieras
December 1996 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 3 Issue 4

Publisher: ACM Press

Full text available:  pdf(594.14 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Since the publication of The Psychology of Human-Computer Interaction, the GOMS model has been one of the most widely known theoretical concepts in HCI. This concept has produced several GOMS analysis techniques that differ in appearance and form, underlying architectural assumptions, and predictive power. This article compares and contrasts four popular variants of the GOMS family (the Keystroke-Level Model, the original GOMS formulation, NGOMSL, and CPM-GOMS) by applying them to ...

Keywords: GOMS, cognitive modeling, usability engineering

30 OOPSLA onward! track chair's welcome: Applying a UML-based agent modeling

 language to the autonomic computing domain

Ivan Tencansky, Radovan Cervenka, Dominic Greenwood

October 2006 **Companion to the 21st ACM SIGPLAN conference on Object-oriented programming systems, languages, and applications OOPSLA '06**

Publisher: ACM Press

Full text available:  pdf(205.59 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

As agent technology practitioners, some time ago we determined to develop an extension to UML 2.0 that addressed our specific needs, such as modeling autonomy, proactivity and role-based behavior. We called this extension the Agent Modeling Language (AML) and have recently published the metamodel and specification for public use. In a recent project, we realized that AML could also be applied to the domain of autonomic computing and so decided to publish some of our findings in this paper. A ...

Keywords: AML, agent, agent-oriented software engineering, autonomic computing, autonomous system, modeling language, multi-agent system

31 Launching the new era

 Kazuhiro Fuchi, Robert Kowalski, Koichi Furukawa, Kazunori Ueda, Ken Kahn, Takashi Chikayama, Evan Tick

March 1993 **Communications of the ACM**, Volume 36 Issue 3

Publisher: ACM Press

Full text available:  pdf(3.45 MB) Additional Information: [full citation](#), [references](#), [index terms](#), [review](#)

**32 Implementing soft real-time agent control**

 Régis Vincent, Bryan Horling, Victor Lesser, Thomas Wagner

May 2001 **Proceedings of the fifth international conference on Autonomous agents AGENTS '01**

Publisher: ACM Press

Full text available:  pdf(124.50 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)



Real-time control has become increasingly important as technologies are moved from the lab into real world situations. The complexity associated with these systems increases as control and autonomy are distributed, due to such issues as precedence constraints, shared resources, and the lack of a complete and consistent world view. In this paper we describe a real-time environment requiring distributed control, and how we modified our existing multi-agent technologies to meet this need. T ...

33 Representation and reasoning for goals in BDI agents

John Thangarajah, Lin Padgham, James Harland

January 2002 **Australian Computer Science Communications , Proceedings of the twenty-fifth Australasian conference on Computer science - Volume 4 ACSC '02**, Volume 24 Issue 1

Publisher: Australian Computer Society, Inc., IEEE Computer Society Press

Full text available:  pdf(818.13 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)



A number of agent-oriented programming systems are based on a framework of beliefs, desires and intentions (BDI) and more explicitly on the BDI logic of Rao and Georgeff. In this logic, goals are a consistent set of desires, and this property is fundamental to the semantics of the logic. However, implementations based on this framework typically have no explicit representation of either desires or goals, and consequently no mechanisms for checking consistency. In this paper we address this gap b ...

34 Applying conflict management strategies in BDI agents for resource management in computational grids

Omer F. Rana, Michael Winikoff, Lin Padgham, James Harland

January 2002 **Australian Computer Science Communications , Proceedings of the twenty-fifth Australasian conference on Computer science - Volume 4 ACSC '02**, Volume 24 Issue 1

Publisher: Australian Computer Society, Inc., IEEE Computer Society Press

Full text available:  pdf(1.13 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)



Managing resources in large scale distributed systems --- "Computational Grids", is a complex and time sensitive process. The computational resources being shared vary in type and complexity, and resource properties can change over time. An approach based on interacting software agents is presented, where each resource manager and resource requester is modelled as a BDI (Belief-Desire-Intention) agent. The proposed approach can help resolve conflicts that arise during resource discovery and appl ...

35 Using GOMS for user interface design and evaluation: which technique?

 Bonnie E. John, David E. Kieras

December 1996 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 3 Issue 4

Publisher: ACM Press



Full text available:  pdf(272.60 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Since the seminal book, *The Psychology of Human-Computer Interaction*, the GOMS model has been one of the few widely known theoretical concepts in human-computer interaction. This concept has spawned much research to verify and extend the original work and has been used in real-world design and evaluation situations. This article synthesizes the previous work on GOMS to provide an integrated view of GOMS models and how they can be used in design. We briefly describe the majo ...

Keywords: GOMS, cognitive modeling, usability engineering

36 Interactive storytelling, dramas, and games: An implementation of real-time 3D



Nicolas Szilas, Jason Barles, Manolya Kavakli
January 2007 **Computers in Entertainment (CIE)**, Volume 5 Issue 1

Publisher: ACM Press

Full text available:  pdf(761.87 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Interactive fiction and adventure video games are narrative genres which provide the player with the option of acting as the main character of the story. However these genres do not fully match the expectations of their authors and readers because the player cannot deeply affect the storyline.

This article describes a system integrating highly interactive narrative structures in a real-time 3D environment.

Based on a theoretical foundation of narrative and drama, an interactive ...

Keywords: agents, behavior engine, human computer interaction, interactive drama, interactive narrative, narrative intelligence, narrative structures, template-based natural language generation, virtual characters

37 Storytelling, avator: Fuzzy cognitive goal net for interactive storytelling plot design



Yundong Cai, Chunyan Miao, Ah-Hwee Tan, Zhiqi Shen
June 2006 **Proceedings of the 2006 ACM SIGCHI international conference on Advances in computer entertainment technology ACE '06**

Publisher: ACM Press

Full text available:  pdf(238.71 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Interactive storytelling attracts a lot of research interests among the interactive entertainments in recent years. Designing story plot for interactive storytelling is currently one of the most critical problems of interactive storytelling. Some traditional AI planning methods, such as Hierarchical Task Network, Heuristic Searching Method are widely used as the planning tool for the story plot design. This paper proposes a model called Fuzzy Cognitive Goal Net as the story plot planning tool fo ...

Keywords: AI planning, formation, fuzzy cognitive maps (FCMs), generation, goal net, interactive storytelling, plan execution, situated learning, story planning

38 A formal study of distributed meeting scheduling: preliminary results



Sandip Sen, Edmund H. Durfee
October 1991 **ACM SIGART Bulletin , Conference proceedings on Organizational computing systems COCS '91**, Volume 12 Issue 2-3

Publisher: ACM Press

Full text available:  pdf(1.54 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

39 Using knowledge to predict and manage: A goal-oriented web browser Alexander Faaborg, Henry LiebermanApril 2006 **Proceedings of the SIGCHI conference on Human Factors in computing systems CHI '06****Publisher:** ACM PressFull text available:  pdf(1.68 MB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Many users are familiar with the interesting but limited functionality of Data Detector interfaces like Microsoft's Smart Tags and Google's AutoLink. In this paper we significantly expand the breadth and functionality of this type of user interface through the use of large-scale knowledge bases of semantic information. The result is a Web browser that is able to generate personalized semantic hypertext, providing a goal-oriented browsing experience. We present (1) Creo, a Programming by Example s ...

Keywords: ConceptNet, TAP, commonsense reasoning, context aware computing, data detectors, goal-oriented design, open mind, programming by example, software agents

40 Pen computing: a technology overview and a vision André MeyerJuly 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 3**Publisher:** ACM PressFull text available:  pdf(5.14 MB)Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

This work gives an overview of a new technology that is attracting growing interest in public as well as in the computer industry itself. The visible difference from other technologies is in the use of a pen or pencil as the primary means of interaction between a user and a machine, picking up the familiar pen and paper interface metaphor. From this follows a set of consequences that will be analyzed and put into context with other emerging technologies and visions. Starting with a short historic ...

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41 Coordination in MAS: Distribution of goals addressed to a group of agents

Laurence Cholvy, Christophe Garion

July 2003 **Proceedings of the second international joint conference on Autonomous agents and multiagent systems AAMAS '03**

Publisher: ACM Press

Full text available: [pdf\(233.80 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The problem investigated in this paper is the distribution of goals addressed to a group of rational agents. Those agents are characterized by their ability (i.e. what they can do), their knowledge about the world and their commitments. The goals of the group are represented by conditional preferences. In order to deduce the actual goals of the group, we determine its ability using each agent's ability and we suppose that the agents share a common knowledge about the world. The individual goals o ...

Keywords: goal selection, modal logic, multiagent systems, qualitative decision theory, theories of rational agency



42 A multi-agent architecture for process management accommodates unexpected performance

performance

John Debenham

March 2000 **Proceedings of the 2000 ACM symposium on Applied computing - Volume 1 SAC '00**

Publisher: ACM Press

Full text available: [pdf\(1.00 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: business process management, multi-agent systems



43 OOPSLA onward! track chair's welcome: Collaborative diffusion: programming antiobjects

antiobjects

Alexander Repenning

October 2006 **Companion to the 21st ACM SIGPLAN conference on Object-oriented programming systems, languages, and applications OOPSLA '06**

Publisher: ACM Press

Full text available: [pdf\(1.27 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Object-oriented programming has worked quite well - so far. What are the objects, how do they relate to each other? Once we clarified these questions we typically feel confident to design and implement even the most complex systems. However, objects can deceive us.

They can lure us into a false sense of understanding. The metaphor of objects can go too far by making us try to create objects that are too much inspired by the real world. This is a serious problem, as a resulting system may be sign ...

Keywords: collaborative agents, diffusion, distributed artificial intelligence, end-user programming, game AI, incremental AI, multi-agent architecture, object-oriented programming, psychology of programming

44 Posters: logical foundations II: A BDI architecture for goal deliberation

 Alexander Pokahr, Lars Braubach, Winfried Lamersdorf

July 2005 **Proceedings of the fourth international joint conference on Autonomous agents and multiagent systems AAMAS '05**

Publisher: ACM Press

Full text available:  pdf(468.63 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

One aspect of rational behavior is that agents can pursue multiple goals in parallel. Current BDI theory and systems do not provide a theoretical or architectural framework for deciding how goals interact and how an agent can decide which goals to pursue. Instead, they assume for simplicity reasons that agents always pursue consistent goal sets. By omitting this important aspect of rationality, the problem of goal deliberation is shifted from the architecture to the agent programming level and n ...

Keywords: BDI agents, goal deliberation

45 Agent decision making: Rational action in agent programs with prioritized goals

 Sebastian Sardiña, Steven Shapiro

July 2003 **Proceedings of the second international joint conference on Autonomous agents and multiagent systems AAMAS '03**

Publisher: ACM Press

Full text available:  pdf(271.12 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Agent theories and agent programs are two very different styles of specification of agent behavior. The former are declarative in nature, while the latter have an imperative flavor. In this paper, we combine ideas from both areas, yielding a powerful mode of agent specification that also gives the specifier a good deal of control over the complexity of the specified agent. In particular, we extend Shapiro et al.'s [16] agent theory to handle prioritized goals and then integrate it with the IndiG ...

Keywords: agent programming languages, rational action, situation calculus

46 Simulation: Selection of information types based on personal utility: a testbed for traffic information markets

 Franziska Klügl, Ana L. C. Bazzan, Joachim Wahle

July 2003 **Proceedings of the second international joint conference on Autonomous agents and multiagent systems AAMAS '03**

Publisher: ACM Press

Full text available:  pdf(643.13 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Traffic is an interesting research area for multi-agent systems, as the inter-dependence of actions leads to a high frequency of implicit coordination decisions among agents. The present work investigates the simulation of a market for traffic information. This market is implemented as a traffic centre where some measurements of the traffic conditions are evaluated. Simulated data generates information which is "sold" to drivers. Different levels of data aggregation, at different costs, are avai ...

Keywords: adaption and learning, traffic simulation

47 Excuse me, I need better AI!: employing collaborative diffusion to make game AI

Alexander Repenning

July 2006 **Proceedings of the 2006 ACM SIGGRAPH symposium on Videogames sandbox '06****Publisher:** ACM PressFull text available: pdf(547.39 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The idea of end-user game authoring environments is quickly gaining momentum in education. Environments such as AgentSheets have been used by thousands of children to learn about programming and design by creating their own computer games. With only hours of training these children initially create their own versions of classical games such as Frogger, Sokoban, and Space Invaders and later begin to design and implement their own game ideas. After creating numerous simple games including cursor c ...

Keywords: collaborative agents, diffusion, distributed artificial intelligence, end-user programming, game AI, incremental AI, multi-agent architecture, object-oriented programming, psychology of programming

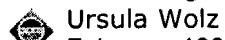
48 Information retrieval session 7: web: Automated index management for distributed

Rinat Khoussainov, Nicholas Kushmerick

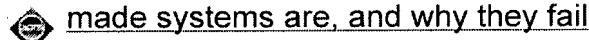
November 2003 **Proceedings of the twelfth international conference on Information and knowledge management CIKM '03****Publisher:** ACM PressFull text available: pdf(207.09 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Distributed heterogeneous search systems are an emerging phenomenon in Web search, in which independent topic-specific search engines provide search services, and metasearchers distribute user's queries to only the most suitable search engines. Previous research has investigated methods for engine selection and merging of search results (i.e. performance improvements from the user's perspective). We focus instead on performance from the service provider's point of view (e.g. income from queries ...

Keywords: distributed web search, reinforcement learning, stochastic game

49 Providing opportunistic enrichment in customized on-line assistanceUrsula Wolz
February 1993 **Proceedings of the 1st international conference on Intelligent user interfaces IUI '93****Publisher:** ACM PressFull text available: pdf(930.66 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: automated assistance, intelligent computer assisted instruction, natural language generation, user modeling

50 Article abstracts with full text online: The Grand Theory of Everything: what man-

Robert Schaefer

July 2007 **ACM SIGSOFT Software Engineering Notes**, Volume 32 Issue 4**Publisher:** ACM PressFull text available: pdf(480.30 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

The Grand Theory of Everything (tGToE) is a powerful, elegant and unique Model which may be used towards the Understanding and Development of Man-Made Systems. This Model may be used to Identify, Explore, and Predict Faults of Systems-Making, and Faults in Systems and Faults in Systems-Use. Although the tGToE Model provides an Understanding of Systems and Choices, it may not necessarily identify Best Choices or Practical Solutions as that requires Judgment. As all Models are Abstractions, the ...

51 An architecture for mobile BDI agents

 Paolo Busetta, Kotagiri Ramamohanarao
February 1998 **Proceedings of the 1998 ACM symposium on Applied Computing SAC '98**

Publisher: ACM Press

Full text available:  pdf(947.55 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: BDI agent, concurrent language, multi-agent system, nested transaction

52 A knowledge-based approach for designing intelligent team training systems

 Jianwen Yin, Michael S. Miller, Thomas R. Ioerger, John Yen, Richard A. Volz
June 2000 **Proceedings of the fourth international conference on Autonomous agents AGENTS '00**

Publisher: ACM Press

Full text available:  pdf(863.70 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: agent-based team training, collaboration, coordination, multi-agent teams, teamwork

53 PocketLens: Toward a personal recommender system

 Bradley N. Miller, Joseph A. Konstan, John Riedl
July 2004 **ACM Transactions on Information Systems (TOIS)**, Volume 22 Issue 3

Publisher: ACM Press

Full text available:  pdf(1.10 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Recommender systems using collaborative filtering are a popular technique for reducing information overload and finding products to purchase. One limitation of current recommenders is that they are not portable. They can only run on large computers connected to the Internet. A second limitation is that they require the user to trust the owner of the recommender with personal preference data. Personal recommenders hold the promise of delivering high quality recommendations on palmtop computers, e ...

Keywords: Collaborative Filtering, Peer-to-Peer Networking, Privacy, Recommender Systems

54 AI and computational logic and image analysis (AI): Reinforcement learning agents with primary knowledge designed by analytic hierarchy process

 Kengo Katayama, Takahiro Koshiishi, Hiroyuki Narihisa
March 2005 **Proceedings of the 2005 ACM symposium on Applied computing SAC '05**

Publisher: ACM Press

Full text available:  pdf(398.77 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

This paper presents a novel model of reinforcement learning agents. A feature of our learning agent model is to integrate analytic hierarchy process (AHP) into a standard reinforcement learning agent model, which consists of three modules: state recognition, learning, and action selecting modules. In our model, AHP module is designed with

primary knowledge that human intrinsically should have in order to attain a goal state. This aims at increasing promising actions of agent especially in ...

Keywords: analytic hierarchy process, deadlock, profit sharing, pursuit problem, reinforcement learning, sokoban

55 Information fusion for wireless sensor networks: Methods, models, and classifications

◆ Eduardo F. Nakamura, Antonio A. F. Loureiro, Alejandro C. Frery
September 2007 **ACM Computing Surveys (CSUR)**, Volume 39 Issue 3

Publisher: ACM Press

Full text available:  pdf(1.20 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Wireless sensor networks produce a large amount of data that needs to be processed, delivered, and assessed according to the application objectives. The way these data are manipulated by the sensor nodes is a fundamental issue. Information fusion arises as a response to process data gathered by sensor nodes and benefits from their processing capability. By exploiting the synergy among the available data, information fusion techniques can reduce the amount of data traffic, filter noisy measure ...

Keywords: Information fusion, architectures and models, data aggregation, data fusion, wireless sensor networks

56 Server selection on the World Wide Web

◆ Nick Craswell, Peter Bailey, David Hawking
June 2000 **Proceedings of the fifth ACM conference on Digital libraries DL '00**

Publisher: ACM Press

Full text available:  pdf(102.88 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Significant efforts are being made to digitize rare and valuable library materials, with the goal of providing patrons and historians digital facsimiles that capture the "look and feel" of the original materials. This is often done by digitally photographing the materials and making high resolution 2D images available. The underlying assumption is that the objects are flat. However, older materials may not be flat in practice, being warped and crinkled due to decay, neg ...

Keywords: World Wide Web, distributed information retrieval, effectiveness evaluation, server selection

57 A multi-agent infrastructure for developing personalized web-based systems

◆ Liliana Ardissono, Anna Goy, Giovanna Petrone, Marino Segnan
February 2005 **ACM Transactions on Internet Technology (TOIT)**, Volume 5 Issue 1

Publisher: ACM Press

Full text available:  pdf(2.21 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Although personalization and ubiquity are key properties for on-line services, they challenge the development of these systems due to the complexity of the required architectures. In particular, the current infrastructures for the development of personalized, ubiquitous services are not flexible enough to accommodate the configuration requirements of the various application domains. To address such issues, highly configurable infrastructures are needed. In this article, we describe Seta2000, an i ...

Keywords: Infrastructures for developing personalized recommender systems, multi-agent architectures, personalization

58 Developing multiagent systems: The Gaia methodology

◆ Franco Zambonelli, Nicholas R. Jennings, Michael Wooldridge

July 2003 **ACM Transactions on Software Engineering and Methodology (TOSEM)**,

Volume 12 Issue 3

Publisher: ACM PressFull text available:  pdf(346.49 KB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Systems composed of interacting autonomous agents offer a promising software engineering approach for developing applications in complex domains. However, this *multiagent system* paradigm introduces a number of new abstractions and design/development issues when compared with more traditional approaches to software development. Accordingly, new analysis and design methodologies, as well as new tools, are needed to effectively engineer such systems. Against this background, the contribution ...

Keywords: Multiagent systems, agent-oriented software engineering, analysis and design methodologies, distributed systems, software architectures

59 I'm OK, you're OK, we're OK: experiments in distributed and centralized socially

◆ attentive monitoring

Gal Kaminka, Milind Tambe

April 1999 **Proceedings of the third annual conference on Autonomous Agents AGENTS '99****Publisher:** ACM PressFull text available:  pdf(1.30 MB)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: coordination, diagnosis, monitoring, social agents, teamwork

60 Agent decision making: Model checking agentspeak

◆ Rafael H. Bordini, Michael Fisher, Carmen Pardavila, Michael Wooldridge

July 2003 **Proceedings of the second international joint conference on Autonomous agents and multiagent systems AAMAS '03****Publisher:** ACM PressFull text available:  pdf(244.86 KB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

This paper introduces ASF, a variation of the BDI logic programming language ASL intended to permit the model-theoretic verification of multi-agent systems. After briefly introducing ASF and discussing its relationship to ASL, we show how ASF programs can be transformed into Prm, the model specification language for the Spin model-checking system. We also describe how specifications written in a simplified form of BDI logic can be transformed into Spin-format linear temporal logic formulae. With ...

Keywords: AgentSpeak, BDI logic programming, model checking, spin

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